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OPERATION LOGIC BOMB™

THE ULTIMATE SEARCH & DESTROY

JALECO™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

TOP SECRET

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Welcome to the club!

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INTRODUCTION

Attention, all Special Forces personnel: This is a classified briefing. The government has ordered a top secret mission to investigate the takeover of the Subspace Particle Transfer Project Facility. The code name for this mission is **Operation Logic Bomb**. We have selected our best operative — an agent known only as "Logan" — for this solo mission. With his bionic implants and bioelectronic brain, Logan has the best chance of successfully completing this difficult assignment. His destination is a research laboratory hidden in a secret mountain fortress.

Background information: Teams of our best scientists have been working for years on the Subspace Particle Transfer project, and are close to perfecting the particle transfer technology. This process uses subspace transporters to dematerialize an object, then instantly rematerializes it at another location. Short distance transfers of individuals have also been successful, and the scientists were about to begin long-range transport experiments. Because of the sensitive nature of this research, security is very tight — only authorized personnel are allowed within a 10-mile radius of the installation.

Personnel File — Agent Logan

Age: 27
Origin: Unknown
Strength: Superhuman abilities
After being injured during a previous assignment, Logan was fitted with bioelectronic implants that give him superior strength, reflexes, and analytical abilities. Using his built-in cybernetic interface device, Logan can communicate directly with the Lab computer. This will enable him to retrieve vital information about the Subspace Particle Transfer project, as well as search for clues to reveal the source of the attack.

Current situation: We have lost contact with the research laboratory. Someone — or something — has taken over the facility and shut down all outside communications. We have no information about the

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intruders, or their capabilities...no one has entered the facility and returned to tell about it. We are now preparing our final assault. If it fails, we will be forced to eliminate the danger by destroying the entire installation. Agent Logan has been briefed on all aspects of this mission — now it's up to him to infiltrate the lab, neutralize the intruders, and rescue the scientists. All units prepare for action...*Operation Logic Bomb* is about to begin!

OBJECT OF THE GAME

So who are these intruders, anyway — and how did they get into the Lab? There's a lot more to this situation than meets the eye...as you'll soon find out when you enter the exciting world of *Operation Logic Bomb*™. As the main character in this story, Logan, you explore a labyrinth of levels in your mission to neutralize the intruders and save the Lab. Complete with awesome 3-D graphics and great music and sound effects, *Operation Logic Bomb*™ combines mystery and mazes with the threat of alien invaders to create the ultimate action-adventure.

Operation Logic Bomb™ consists of 10 different levels full of sealed rooms and locked doors. You must complete certain tasks on each level before advancing to the next one. In some cases, you will need to go back and forth between levels in order to solve all of the puzzles. Of course, you're not alone in there...in fact, the place is swarming with all kinds of enemy intruders who seem to appear out of nowhere. I'd advise you to shoot first and ask questions later!

You begin the game with two weapons and a limited power supply. Once your power runs out, you can start over at the beginning of the current level. After three continues, your luck runs out for good and the game ends. You can collect up to five additional weapons during the game. Make sure you find all of them...certain enemies can be taken out only by using certain weapons. You can get useful information from data terminals scattered throughout the Lab — if they're working, that is. By accessing these data

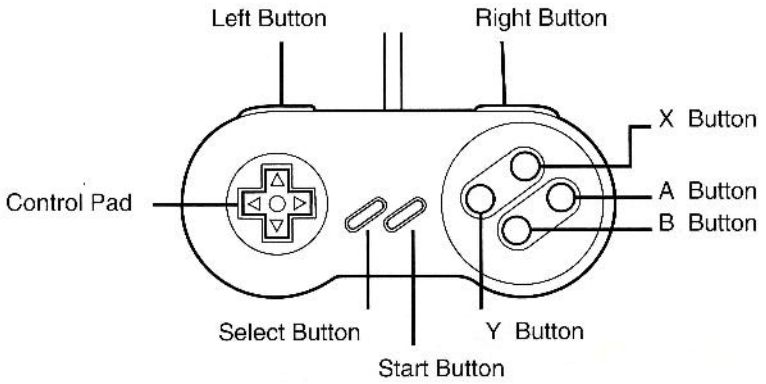
terminals, you can collect maps of the Lab and watch video sequences that show you who the intruders are and how they operate.

Since I've already seen the videos, let me give you a little hint...as far as I can tell, the intruders are alien creatures who come from another dimension. They appeared suddenly when one of the particle transporters malfunctioned and created a subspace rift. Now the intruders are holding the scientists hostage, forcing them to build huge subspace generators that are gradually taking over the Lab. The subspace fields are everywhere, and they're getting larger all the time. So if I were you, I'd quit wasting time and get in there...before it's too late!

GETTING STARTED

1. Place the *Operation Logic Bomb*™ Game Pak into your Super NES and turn on the unit. After a few moments, the introduction appears.
2. Press **START** at any time during the introduction to display the title screen. On the title screen, press **START** to begin the game.

CONTROLLER FUNCTIONS DURING A GAME



Player Movement

Press any of the eight directions on the Control Pad (**Up**, **Down**, **Left**, **Right**, and **Diagonals**) to move in the corresponding direction. Your character will face the direction he is moving.

To fix your attack in a particular direction, press and hold either the **Left Button** or the **Right Button** while facing in that direction. As long as you are holding down the button, your character will remain in the direction he is facing (even if you move him in another direction).

Try it! Press **Up** on the Control Pad, then press and hold either the **Left Button** or the **Right Button**. Now try moving your character. No matter what direction he moves, he remains facing up until you release the button. This move lets you fire at an enemy while you're moving away from him, and is especially useful for holding and firing in a diagonal direction.

REGULAR ATTACK

A Button Select Weapon
B Button Fire Weapon

You begin the game with two weapons: the SSLG-R4 and the TSLG-R2. Press the **A Button** to switch between the two weapons. You have an unlimited supply of ammunition. Press and hold the **B Button** to fire continuously. You will find more weapons as you explore the Lab. A description of each weapon is provided later in this manual.

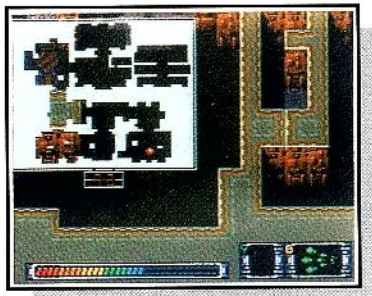
SPECIAL ATTACK

X Button Select Special Weapon
Y Button Fire Special Weapon

Several special weapons are hidden in the Lab. Once you have found them, use the **X Button** to select a special weapon and use the **Y Button** to fire (or place) the weapon. As with the regular weapons, you have an unlimited supply of each special weapon. A description of each special weapon is provided later in this manual.

Pause/Display Information Screen

Press **START** to pause the game and display the Information Screen. This screen will be empty until you have accessed the correct data terminal and downloaded the map information. The map will show you the layout of the current Lab level. You must acquire a new map on each new level.



ON-SCREEN DISPLAYS

Power Meter

Your power meter appears along the bottom of the screen. Each time you are hit, your power decreases. When your power runs out, your character is placed back at the beginning of the current level. You can restore your power during the game by accessing certain data terminals.

Weapon Display

You begin the game with two regular weapons — the Single Shot Laser Gun and the Triple Shot Laser Gun. You collect other weapons during the game. The symbol for the current weapon appears in a box in the lower right corner of the screen. This box is marked **"B"**. Press the **A Button** to cycle through the available weapons. Press the **B Button** to fire the current weapon.

On the higher levels of the game, you also will be able to find and use two special weapons — the decoy and the mine. Once you have found a special weapon, the symbol for that weapon appears in a small box to the left of the regular weapon box. This box is marked **"Y"**. Press the **X Button** to select a special weapon. Press the **Y Button** to fire that weapon.

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Data Terminals

Data terminals appear at various locations throughout the Lab. Some have been deactivated by the intruders. If the data terminal is active, a flashing light appears above it and a flashing blue arrow points to the terminal doors. Inactive terminals may become active once you destroy nearby enemy forces or one of the intruders' subspace generators.

To access an active data terminal, position yourself over the blue arrow and walk up to the terminal. The doors will open and you automatically will download any information stored in that terminal. Some data terminals provide a map of the current level. Others provide a video record of the takeover of the Lab. Watch these sequences closely...they can provide valuable information about the enemy's activities and weaknesses. The final type of data terminal restores your power.

Maps

One of the data terminals on each level contains a map of that level. Once you have downloaded the map, you can view it at any time by pressing **START**. The map shows your current location as a flashing blue square. Flashing orange markers indicate active data terminals or transporters. Press **START** again to hide the map.

Transporters

Transporters take you from one level to another. At least one transporter can be found on each level. A transporter cannot be used until you destroy the enemy controlling it. Flashing blue markers indicate when a transporter has become active. To use an active transporter, simply step onto it. You may go back and forth between levels, and indeed will need to do so to get the weapons you need to clear a level completely.

Information Sequences

Information sequences can appear when you access data terminals, destroy an enemy boss, or find a weapon. These sequences contain information about

what happened when the intruders took over the Lab. Watch closely and you may find helpful clues! When you find a weapon, a short video sequence shows the name of that weapon and how to use it.

Subspace Connection Points

As you explore the lab, you'll notice that you can't walk across certain areas. On the lower levels, these areas are covered by flashing blue coils. These areas are subspace connection points, created by the intruders' subspace generators. They serve as a bridge between our world and the intruders' subspace world. Although you can't walk across the subspace areas, your enemies can! In fact, that's how they got into the Lab in the first place, and more are arriving all the time. In order to wipe out the subspace connection points, you must destroy the generators.

LEVELS

There are 10 levels in *Operation Logic Bomb*™. In some instances, you will need to go back and forth between levels using the Particle Transporters.

Levels 1-4

The first four levels are different areas of the Subspace Particle Transfer Project Lab. Destroy the enemies that enter the Lab through the subspace fields, then take out the subspace generators themselves. Look for two additional weapons as you explore the area — you'll need them to destroy the four Bosses that are guarding the Lab.

Level 5

This level takes you outside of the Lab to the surrounding terrain, which the subspace intruders have already invaded. Destroy your enemies to eliminate the subspace fields that block your path.

Levels 6-9

These four levels somewhat resemble the Lab, but there's something different about them...as a result of your exposure to the subspace particle waves, you've entered another dimension. Fortunately, your weapons still work! Collect three more on these levels, including the two special weapons. Watch out for the Bosses — you'll need to defeat more than one, and there's no telling where they'll show up!

Level 10

In this level, you actually enter the subspace, so be prepared — anything can happen! Destroy the big Boss at the end of the level to free the Lab and rescue the scientists...then leave in triumph!

WEAPONS

You begin the game with two weapons. You may collect up to five additional weapons at various locations, for a total of seven. Each weapon is described below.

Regular Weapons

Use the **A Button** to cycle through the available weapons. The current weapon appears in a box in the lower right corner of the screen. Press the **B Button** to fire the current regular weapon.

SSLG-R4 (Single Shot Laser Gun - Release 4)

This weapon is provided at the beginning of the game. It provides a straight, rapid-fire shot.

TSLG-R2 (Triple Shot Laser Gun - Release 2)

This weapon is also provided at the beginning of the game. It has a slower rate of fire than the Single Shot Laser Gun, but covers a wider range by shooting in three directions at once.

RPL-R3 (Reflecting Pulse Laser - Release 3)

You will find this weapon somewhere in the Lab. The laser bounces off obstacles, and is useful for firing shots indirectly into narrow spaces.

FPS-R2 (Ferro-Plasma Spray - Release 2)
This weapon can be found in one of the Lab's hidden rooms. The Ferro-Plasma Spray weapon is similar to a flamethower. It covers and destroys its target with a blast of supercharged plasma.

ATMP-R5 (Automatic Tracking Missile Pod - Release 5)
The ATMP-R5 also is hidden somewhere in the Lab, but you may have a hard time finding it. This weapon seeks out and destroys any nearby enemy, even if that enemy is around a corner or out of the line of fire.

Special Weapons
Use the **X Button** to select a special weapon. The current weapon appears in a small box in the lower right corner of the screen, next to the regular weapon box. Press the **Y Button** to fire the current special weapon.

PID-R1 (Personal Image Duplicator - Release 1)
This weapon allows you to place a holographic decoy image of yourself, which attracts your enemies and draws them away from you. The decoy remains visible for a limited amount of time.

TDB-Mine (Timed Directional Blast Mine)
This weapon is a time-delay mine. A few seconds after you place it, the mine explodes in the direction you were facing when you put it down.

GAME OVER AND CONTINUE

You have four chances to destroy the enemy intruders and save the Lab. You begin the game with a limited amount of power. When your power runs out, you are asked if you want to continue. Press **SELECT** to choose YES or NO. After selecting your answer, press **START** to continue the game. If you answered YES, you will keep any weapons or maps you have collected, and enemies which you have eliminated will not reappear.

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-215-2359

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline!*

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TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the Super NES with respect to the receiver
— Move the Super NES away from the receiver
— Plug the Super NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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Let's sing *Gather Lilacs While Ye May*. Yeah, that's out of copyright.

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